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#### (54) THREE-DIMENSIONAL GESTURES

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2203/04808 (2013.01)

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#### (57) ABSTRACT

In one embodiment, a method includes identifying a threedimensional gesture made by a user of a computing device with respect to one or more surfaces of the computing device, the three-dimensional gesture comprising a trajectory in three dimensions, a first portion of the trajectory comprising a touch of one or more of the surfaces, a second portion of the trajectory comprising a series of points in space distant from the surfaces; determining a user input based on the three-dimensional gesture; and executing one or more actions based on the user input.

# 18 Claims, 14 Drawing Sheets

